

[illegible]

- reproducing said sustain sound segment at a volume specified for movement of said object.

5. The method of claim 1, wherein said step of reproducing further comprises the step of:
reproducing said sustain sound segment at a pitch specified for movement of said object.

6. The method of claim 1, wherein said step of reproducing further comprises the step of:
reproducing said sustain sound segment after a delay specified for movement of said object.

7. The method of claim 1, further comprising the step of:
retrieving, prior to retrieving said sustain sound segment, an attack sound segment that is reproduced prior to repeatedly reproducing said sustain sound segment.

8. The method of claim 1, further comprising the step of:
retrieving and reproducing, after said second user input is received, a decay sound segment.

9. The method of claim 1, further comprising the step of:
selecting, from within a range of frequencies, a frequency for repeatedly reproducing said sustain sound segment.

10. The method of claim 9, wherein said step of selecting further comprises the step of:
setting said range of frequencies to an envelope of about plus/minus 2.5 percent of an original frequency at which said sustain sound segment was recorded.

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11. The method of claim 10, wherein said step of selecting further comprises the step of weighting selection of said frequency from within said envelope.

12. In a computer having a display, a system for providing a sound effect between a first and a second display position of an object on said display, said system comprising:

an input device for controlling movement of a cursor on said display and for generating a user-controlled output when said cursor is positioned over said control element;

a graphical user interface for rendering said object on said display in said first display position and for receiving said user-controlled output; and

a storage device for storing said sound effect associated with movement of said object, wherein when said graphical user interface receives said user-controlled output, and outputs said sound effect until said object reaches said second display position.

13. The system of claim 12, further comprising:

at least two speakers for outputting said sound effect; and

means for panning said sound effect between speakers as said object moves from said first display position to said second display position.

14. The system of claim 13, wherein said means for panning further comprises:

means for varying a volume between said speakers between 50 and 150 percent of a recorded volume depending upon a current display position.

15. The system of claim 12, wherein a data structure associated with said sound effect includes a volume parameter specified for output of said sound effect.

16. The system of claim 12, wherein a data structure associated with said sound effect includes a pitch parameter specified for output of said sound effect.

17. The system of claim 12, wherein a data structure associated with said sound effect includes a volume gain parameter specified for output of said sound effect.

18. The system of claim 12, wherein a data structure associated with said sound effect includes an attack segment, a sustain segment and a decay segment.

19. The system of claim 18, further comprising:
means for retrieving, prior to retrieving said sustain sound segment, said attack sound segment that is reproduced prior to repeatedly reproducing said sustain sound segment.

20. The system of claim 19, wherein said means for retrieving further comprises:
means for retrieving and reproducing, after said second display position is reached, said decay sound segment.

21. The system of claim 12, further comprising:
means for selecting, from within a range of frequencies, a frequency for repeatedly reproducing said sound effect.

22. The system of claim 21, wherein said means for selecting further comprises:
means for setting said range of frequencies to an envelope of about plus/minus 2.5 percent of an original frequency at which said sound effect was recorded.

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23. The system of claim 22, wherein said means for selecting further comprises:
means for weighting selection of said frequency from within said envelope.

24. In a graphical user interface, a method for providing sound effects therein comprising the steps of:
displaying said an object in a first display state;
receiving a user input associated with a transition to a second display state;
identifying a sound effect associated with said transition using a state table;
varying an output characteristic of said sound effect; and
reproducing said sound effect using said varied output characteristic.

25. The method of claim 24, wherein said output characteristic is frequency.

26. The method of claim 25, wherein said frequency is selected from within an envelope of about plus or minus 2.5 percent of an original, recorded frequency.

27. The method of claim 26, wherein said selection is weighted toward said original, recorded frequency.

SubA2 28. A computer-readable medium having at least one data structure from which a sound effect can be produced encoded thereon, said data structure comprising:
a first sound segment for initiating said sound effect;
a second sound segment which is repeatable to sustain said sound effect;
and
a third sound segment for decaying said sound effect.
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